



# Tech Toolbox

**Tim Garbos, Hugh Jeremy, Mads Johansen Lassen,  
Mattias Ljungström, Matt Rix, Tom Vian**

hosted by: Jonatan Van Hove, Matthew Wegner

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interesting solutions  
interesting problems



# Subnautica Feedback System

**Hugh Jeremy**

Carpenter, Unknown Worlds

*@hugh\_jeremy*

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# Learning from Decompiling

**Matt Rix**

Co-founder, Milkbag Games

*@matrix*

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# Shadow generation

**Mattias Ljungström**

CEO, Spaces of Play

*@maljx*

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# ChipTone

**Tom Vian**

Programmer Half, SFB Games

*@sfbtom*

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# Tracking progress and minimizing overhead

**Tim Garbos**

Copenhagen Game Collective

*@tingarbos*

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# Building Gameplay

**Mads Johansen Lassen**

Random Feature Developer, Glitchnap

*@pyjamads*

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